

## PING TENNIS

A two player game of tennis with no net! You can move as close to your opposition as you like. You can also hit the ball into the walls on the sides. The first person to three sets wins. The first person to 21 points wins a set. Like tennis, you have to win the set by two or more points or the set continues. This game requires joysticks.

Because of my printers' limitations, I could not include graphics symbols in the program printout so here is a list of them:

line 115  
"Shift J(x16)"  
line 120  
"Shift J(x16)"

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Crafers SA

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1 POKE30744,1:CLS
99 XX=1:X=1
100 CLS:B=7:C=1:D=7:E=30
105 FORZ=28672TO29152STEP32:POKEZ,175:NEXT
110 FORZ=28703TO29183STEP32:POKEZ,191:NEXT
115 COLOR3:PRINT@0,"          ":PRINT@0,BC:PRINT@4,CC
120 COLOR4:PRINT@16,"          ":PRINT@28,DC:PRINT@22,EC
210 POKE28672+(32*YX+XY),32
215 POKE28672+(32*YY+XX),15
220 YX=YY:XY=XX
225 IFYY>14THENY=RND(2)-2
226 IFYY<2THENYY=1:Y=RND(2)-1
230 IFXX>30THEN500
235 IFXX<1THEN400
240 XX=XX+X:YY=YY+Y
245 A=(INP(43)AND31)
250 IFA=30THENPOKE28704+(32*B+C),32:B=B-1
255 IFA=29THENPOKE28704+(32*B+C),32:B=B+1
256 IFA=27THENPOKE28704+(32*B+C),32:C=C-1
257 IFA=23THENPOKE28704+(32*B+C),32:C=C+1
260 IFB>14THENB=14
262 IFC<1THENC=1
265 IFB<0THENB=0
267 IFC>29THENC=29
270 POKE28704+(32*B+C),175
275 IFABS(B+1-YY)<2ANDC=XXTHENX=+1:Y=RND(3)-2
280 F=(INP(46)AND31)
285 IFF=30THENPOKE28704+(32*D+E),32:D=D-1
290 IFF=29THENPOKE28704+(32*D+E),32:D=D+1
295 IFF=27THENPOKE28704+(32*D+E),32:E=E-1
300 IFF=23THENPOKE28704+(32*D+E),32:E=E+1
305 IFD>14THEND=14
307 IFE<2THENE=2
310 IFD<0THEND=0
312 IFE>30THENE=30
315 POKE28704+(32*D+E),191
320 IFABS(D+1-YY)<2ANDE=XXTHENX=-1:Y=RND(3)-2
371 GOTO210
400 DC=DC+1:IFDC>20ANDDC-BC>1THENDC=0:BC=0:EC=EC+1
405 IFEC>2THENEND
410 XX=1:X=1:GOTO100
500 BC=BC+1:IFBC>20ANDBC-DC>1THENDC=0:BC=0:CC=CC+1
505 IFCC>2THENEND
510 XX=30:X=-1:GOTO100

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